

# Ultima Trilogy I · II · III

## Quickstart Instructions IBM-PC/Tandy/compatibles

### Introduction:

This "Quickstart" guide provides specific instructions and information for playing the Ultima Trilogy with an IBM-PC/Tandy or 100% compatible computer. Your package should include four 5.25" disks, a manual, a map and this supplement. Quickstart instructions are included for each of the three games in the Trilogy.

### Computer Systems:

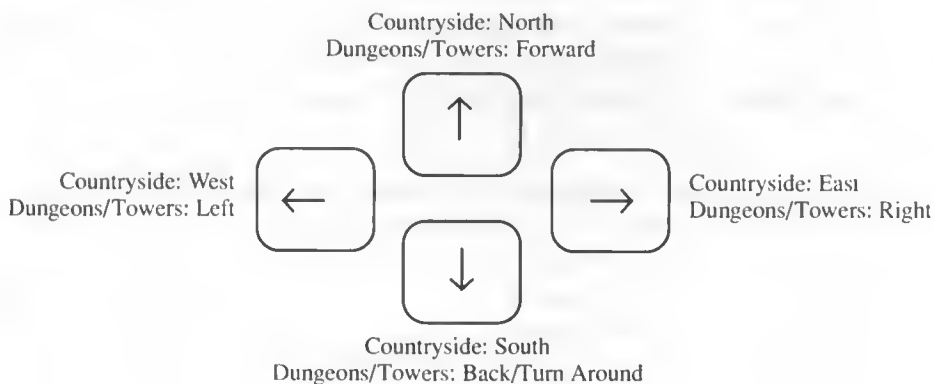
The Ultima Trilogy will operate with an IBM-PC/PC jr./XT/AT/PS2, Tandy 1000 series or 3000, or 100% compatible computers. While these programs have been tested with many compatibles, some unusual system configurations may create unanticipated problems in running the games.

### System Requirements:

While the requirements are different for each game in the Trilogy, you will be able to run all three games with the following setup: 1) CGA graphics mode, 2) Minimum 256K of RAM, and 3) DOS version 2.1 or higher.

### Movement:

Moving around in the countryside and in dungeons and towers is similar in all three games of the Ultima Trilogy. The direction keys correspond to the arrow keys on the IBM-PC keyboard. If you are using a new-style keyboard, you can use either the arrow keys on the keypad or the separate arrow keys. **Note:** Be sure the "Num Lock" light is off when using the keypad arrow keys.



# Ultima I - Quickstart

## Getting Started

1. Insert your DOS disk in Drive A and turn on your computer. Note: If you have booted DOS from your hard drive, type A: and press Return/Enter.
2. Once DOS has loaded, insert the Ultima I disk in drive A.
3. At the A> prompt, type **ULTIMA** and press return.

## Graphics Modes

Ultima I will automatically select the appropriate graphics mode for your machine.

1. If your computer is a Tandy 1000 series, Ultima I displays in Tandy 16-color mode.
2. If your computer has an EGA (Enhanced Graphics Adapter) card and at least 64K of memory, Ultima I will display in 320 X 200 line, 16-color mode.
3. Otherwise, CGA (Color Graphics Adaptor) mode is displayed with 4 colors.

**Note:** You can force Ultima I to use CGA graphics mode by typing **ULTIMA C** at the A> prompt. Ultima I plays fastest in CGA mode, so even owners of Tandy or EGA graphics might find CGA mode desirable.

## Creating a Character

1. Follow the screen prompts for distributing your 30 attribute points among the five available attributes. The attributes affect the following:

Strength	Determines the severity of your blows during battle.
Agility	Determines the probability of successfully striking a foe and the probability of avoiding attacks. Also affects your ability as a thief.
Stamina	Determines your ability to survive wounds in battle and your ability to stay on your feet at the tavern.
Charisma	Affects the selling price of your possessions in shoppes.
Wisdom	Determines the reliability of spellcasting and the purchase price of spells in magic shoppes.
Intelligence	Affects the potency of offensive spells and the purchase price of goods in shoppes.

2. Select a race. Note that each has specific advantages, based on the following point values automatically assigned to your character's attributes.

Human	+5 Intelligence points
Elf	+5 Agility points
Dwarf	+5 Strength points
Bobbit	-5 Strength points; +10 Wisdom Points

3. Specify Male or Female for your character.
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# Ultima I - Quickstart

4. Select the class of your character. The following points are automatically added to your character's attributes:

Fighter	+10 Strength; +10 Agility
Cleric	+10 Wisdom
Wizard	+10 Intelligence
Thief	+10 Agility

5. Name your character (a maximum of 14 letters).

6. Type **Y** when asked whether to Save your character. Your character will be saved on your program disk.

## Starting Play

1. Once you have saved your character, the following is displayed:  
A - Create a Character  
B - Continue with a Saved Game
2. Type **B** to start the game. A list of saved characters is displayed.
3. Type the number corresponding to the player you wish to start the game. Only one character can adventure at a time.
4. The play screen is displayed.

## Movement (See page 1 of Trilogy Quickstart Instructions)

When traveling in the countryside, the arrow keys correspond to the directions of a compass. North = Up Arrow; South = Down Arrow; East = Right Arrow; and West = Left Arrow. When moving in towers and dungeons, the arrow keys correspond to: Forward = Up Arrow; Backward = Down Arrow; Left = Left Arrow; and Right = Right Arrow.

## Making Selections

As you travel the lands of Sosaria, you will run into many situations that force you to ready your weapons, armor or magic spells (See Ready Command in Reference Guide).

1. After typing **R** the screen will display: Weapons, Armor or Spell?
2. Type the first letter of the category you wish to access. A list is displayed.
3. Type the letter corresponding to your selection.

## Special Instructions - Attack

On an IBM keyboard, you can attack in two ways:

1. Press the A (Attack Key), and a directional key.
  2. Depress Num Lock, and press a direction key.
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# Ultima II - Quickstart

## IMPORTANT:

You must create a Player Disk before you begin playing Ultima II. Follow the "Creating a Player Disk" instructions before starting the game.

## Creating a Player Disk

1. Boot your DOS disk.
2. Format a blank disk.
3. Insert the Ultima II Player Disk in Drive A.
4. If you are using a single drive, at the A> prompt type: **DISKCOPY A: A:** and press **Return/Enter**.  
If you are using two drives, insert your newly formatted disk in Drive B and type: **DISKCOPY A: B:** and press **Return/Enter**.
5. The appropriate files will be copied to your personal Player Disk.

## Getting Started

1. Insert your DOS disk in Drive A and turn on your computer. Note: If you have booted DOS from your hard drive, type A: and press Return/Enter.
2. Once DOS has loaded, insert the Ultima II disk in drive A.
3. At the A> prompt, type **ULTIMAII** and press return.

## Graphics Modes

Ultima II supports CGA only.

## Creating a Character

1. After you have started the game, select **C** from the Main Menu to create.
2. Follow the screen prompts for distributing your 90 attribute points among the five available attributes. The attributes affect the following:

Strength	Determines the damage you can inflict on a foe in a fight. naturally, each foe's attributes influence the relative success of your attack..
Agility	Influences your skill at wielding a weapon; some weapons require a considerable amount of agility in order to use them at all. Good agility also increases your success at stealing, if you turn to crime to survive.
Stamina	Reflects your ability to defend against attack. Armour adds to your stamina. Attack from extremely strong monsters make it all irrelevant.
Charisma	Governs your success in bargaining with merchants. Prices may be lower when you are fun to have around.
Wisdom	Required to cast spells successfully.
Intelligence	Increases both your bargaining skill and your spell casting ability.

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# Ultima II - Quickstart

## Creating a Character (Continued)

2. Select a race. Note that each has specific advantages, based on the following point values automatically assigned to your character's attributes.

Human	+5 Intelligence	Dwarf	+5 Strength
Elf	+5 Agility	Hobbit	+5 Wisdom

3. Specify Male or Female. Note that each has special advantages, based on the following point values automatically assigned to your character's attributes.

Male	+5 Strength
Female	+10 Charisma

4. Specify a profession for your character. Once again, the following point values will be automatically assigned to your character's attributes.

Cleric	+10 Wisdom	Thief	+10 Agility
Fighter	+10 Strength	Wizard	+10 Intelligence

5. Name your character and press **Return/Enter**.
6. Type **Y** when asked whether your character is satisfactory.

## Starting Play

1. Once you have saved your character, the following is displayed:  
Create a Character (C)  
Play (P)  
Demonstration (D)
2. Type **P** to start the game. Prompt will ask you to insert player disk.
3. Type the number corresponding to the character you wish to start the game.

## Movement (See page 1 of Trilogy Quickstart Instructions)

When traveling in the countryside, the arrow keys correspond to the directions of a compass. North = Up Arrow; South = Down Arrow; East = Right Arrow; and West = Left Arrow. When moving in towers and dungeons, the arrow keys correspond to: Forward = Up Arrow; Retreat = Down Arrow; Left = Left Arrow; and Right = Right Arrow.

## Special Instructions - Key Commands

- Escape Key** - Acknowledges disk swap or exits demo mode.
  - Ctrl + S** - Toggles sound on and off.
  - Ctrl + (left arrow)** - Slows game down
  - Ctrl + (right arrow)** - Speeds game up
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# Ultima III - Quickstart

## IMPORTANT!

You must create a Scenario Disk before you begin playing Exodus: Ultima III. Follow the "Creating a Scenario Disk" instructions for your machine's configuration.

### Creating a Scenario Disk - Single Drive Systems

1. Boot your DOS disk (tested on versions 2.1 through 3.2).
2. At the A> prompt type: **format a:** and press **Return/Enter**.
3. Follow the on-screen instructions (Use a blank disk). Once formatting is complete, type N (No) when asked if you want to format another. The A> prompt is displayed.
4. Insert the Ultima III program disk in Drive A.
5. At the A> prompt type: **mkplay a:** and press **Return/Enter**.
6. Follow the onscreen instructions for creating your scenario disk. Appropriate files will be copied from your program disk to your scenario disk. **Note:** During the copy procedure, you will have to swap disks many times. The Source Disk is your Ultima III program disk; the Target Disk is the blank disk (scenario disk) you just formatted.
7. Once copying is complete, type N when asked if you want to copy another. The "mkplay" program will update the copied files. **Note:** If your computer has less than 256K of memory, you will be prompted to insert the Command.Com disk in Drive A and strike any key. Insert your DOS disk and strike any key.
8. If the procedure is unsuccessful, "Error Updating Scenario Diskette" is displayed. Please try the copy procedure again, following steps 1 through 7 carefully. If you still have trouble, please contact our Customer Service Department for assistance.

### Creating a Scenario Disk - Two Drive Systems

1. Boot your DOS disk (tested on versions 2.1 through 3.2).
  2. At the A> prompt, type: **Format B:** and press **Return/Enter**.
  3. Follow the on-screen instructions (Use a blank disk). Once formatting is complete, type N (No) when asked if you want to format another. The A> prompt is displayed.
  4. Insert the Ultima III program disk in Drive A:
  5. At the A> prompt type: **mkplay a:** and press **Return/Enter**.
  6. Follow the onscreen instructions for creating your scenario disk. Appropriate files will be copied from your program disk to your scenario disk. **Note:** During the copy procedure, you will be asked to insert the Source Disk in Drive A and the Target Disk in Drive B. The Source Disk is your Ultima III program disk; the Target Disk is the blank disk (scenario disk) you just formatted.
  7. Once copying is complete, type N when asked if you want to copy another. The "mkplay" program will update the copied files. **Note:** If your computer has less than 256K of memory, you will be prompted to insert the Command.Com disk in Drive A and strike any key. Insert your DOS disk and strike any key.
  8. If the procedure is unsuccessful, the message "Error Updating Scenario Diskette" is displayed. Please try the copy procedure again, following step 1 through 7 carefully. If you continue to have trouble, please contact our Customer Service Department.
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# Ultima III - Quickstart

## Creating a Scenario Disk - Hard Drive Systems

1. Boot DOS from your hard disk (tested on versions 2.1 through 3.2).
  2. At the C> prompt type: **format a:** and press **Return/Enter**.
  3. Follow the on-screen instructions and insert a blank disk to format. Once formatting is complete, type **N** (No) when asked if you want to format another. The C> prompt is displayed.
  4. Insert the Ultima III program disk in Drive A: and type **A:** and press **Return/Enter**.
  5. At the A> prompt type: **mkplay a:** and press **Return/Enter**.
  6. Follow the on-screen instructions for creating your scenario disk. Appropriate files will be copied from your program disk to your scenario disk. **Note:** During the copy procedure, you will be asked to insert the Source Disk in Drive A and the Target Disk in Drive B. The Source Disk is your Ultima III program disk; the Target Disk is the blank disk (scenario disk) you just formatted.
  7. Once copying is complete, type **N** when asked if you want to copy another. The "mkplay" program will update the copied files.
  8. If the procedure is unsuccessful, "Error Updating Scenario Diskette" is displayed. Please try the copy procedure again, following steps 1 through 7 carefully. If you still have trouble, please contact our Customer Service Department for assistance.
- Note:** The procedure described above is designed for double-sided, 360K diskettes and a double-sided drive. A high density diskette cannot be used as your player disk. If you are using a high-density drive, skip steps 2 and 3. The disk will be formatted during the "mkplay" program.

## Beginning Game Play - Single Drive Systems

1. Boot your DOS disk (tested on versions 2.1 through 3.2).
2. Insert the Ultima III disk in Drive A.
3. At the A> prompt, type: **Ultima** and press **Return/Enter**.
4. When prompted, insert the scenario disk in Drive A: and type: **A**

## Beginning Game Play - Two Drive Systems

1. Boot your DOS disk (tested on versions 2.1 through 3.2).
2. Insert the Ultima III disk in Drive A, and the Scenario Disk in Drive B.
3. At the A> prompt, type: **Ultima** and press **Return/Enter**.
4. When prompted, type **B** to indicate the location of the Scenario Disk.

## Beginning Game Play - Hard Drive Systems

1. Boot your DOS disk (tested on versions 2.1 through 3.2).
  2. Insert the Ultima III disk in Drive A.
  3. At the C> prompt, type: **A:** and press **Return/Enter**. At the A> prompt, type: **Ultima** and press **Return/Enter**.
  4. When prompted, insert the scenario disk in Drive A: and type: **A**
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# Ultima III - Quickstart

## Creating Characters

1. Once the sample view of Sosaria is displayed, press **Space** to view the Main Menu.
2. Select Organize a Party by entering an **O** on the keyboard. A new menu is displayed.

**Note:** To select from a menu, enter the first letter of the selection.

3. Press **C** to select Create a Character.
4. You will begin the development of your first character by selecting the following:
  - Assign a number between 1 and 20.
  - Name the character (a maximum of 13 letters may be used).
  - Select Sex: Male, Female, or Other (M, F or O).
  - Select a Class: Fighter, Cleric, Wizard, Thief, Paladin, Barbarian, Lark, Illusionist, Druid, Alchemist, or Ranger.
  - Select a Race: Human, Elf, Dwarf, Bobbit or Fuzzy.
  - Assign Attribute Values: A maximum of 50 points can be divided among the four attributes of: Strength, Dexterity, Intelligence and Wisdom. (See manual for explanations of attributes and maximum attribute levels). Note: Characters are assigned certain attributes when you define Sex, Race and Type. These 50 points allow you to further develop your characters.

No less than 5 points can be assigned to any one attribute, and no more than 25 points can be assigned to a single attribute. If inappropriate values are used, the character disappears and must be reinstated.

Repeat until you have defined as many characters as you wish to take with you on your journey.

## Starting Play

1. Select Form a Party by pressing **F** at the menu. You can select up to four characters to include in your party by entering their assigned numbers from the register display.
2. Press **M** to select Main Menu.
3. Enter **J** to select Journey Onward from the Main Menu.
4. You have entered the plains of Sosaria. Immediately press **W** and don your cloth armor. Then press **R** and ready your Dagger. (It's probably a good idea to find a town and purchase even better weapons and armor).

## Movement (See page 1 of Trilogy Quickstart Instructions)

When traveling in the countryside, the arrow keys correspond to the directions of a compass. North = Up Arrow; South = Down Arrow; East = Right Arrow; and West = Left Arrow. In dungeons and towers, Forward = Up Arrow; Retreat = Down Arrow; Left = Left Arrow and Right = Right Arrow.

## Special Instructions - Key Commands

**Escape** - Cancels command selection (except for Yell and Other).

**0-4** - Indicates player number when asked (0 = no player).